
Title: Gremlins

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Small and green physically, Gremlins were rumored to not pose much of a physical threat to most adventurers. However, that did not make them dangerous under the right conditions. Although not good fighters, they made up for this shortcoming with sheer numbers.

Dungeons and the wilderness were rumored to be teeming with these miniature nuisances.

Instead of outright attacking most people, they opted to steal food instead. A traveler needed to be extra careful when setting up camp because a pack of Gremlins could sneak upon the unwitting very quickly, and steal all of the food available, leaving the traveler to starve to death.

Gremlins were rumored to be notorious eaters, which explains why they specifically targeted traveler's rations.

The origin of the Gremlins is unknown, but they had existed for a long period of time, since before Britannia existed as Sosaria. The Gremlins existed after the great Cataclysm following Exodus' defeat, since they lived in such great numbers. However, not a single Gremlin can be seen today.

It is speculation that they are not extinct, but still dwell in our lands. It is possible that they have mastered the art of hiding and stealth, and perhaps they are the ones responsible for items disappearing when left unattended on the ground.